it is. Therefore, determination whether the shift effect is done or not in S62 of **FIG. 26** is done based on whether the flag stored in the RAM **52** is on-state or off-state. Here, when the start acceptance process in S11 in the main process program shown in **FIG. 14** is done, the flag stored in the RAM **52** is always initialized.

[**0141**] Next, contents of the shift effect process will described. As mentioned, in order that the shift effect process is done, the rotation process in the free game has to be executed. In order that, in the base game done on the lower liquid crystal display **4**, the symbols are scrolled and variably displayed on the variable display portions **22** to **24**. Thereafter, as shown in **FIG. 20**, the trigger symbol **97** is stopped and displayed on the pay line L in the variable display portion **23**, thereby game condition shifts to the free game from the base game. Here, at that time, any one of the symbols may be stopped and displayed on the pay line of the variable display portions **22** and **24**. And game condition shifts to the free game, as shown in **FIG. 23A**, the variable display portions **22** to **24** are made transparent, thereby it becomes the state that each of the reels **220** in the cabinet **2** can be seen and recognized. Thereafter, rotation start process in the free game is executed (S61) and as shown in **FIG. 23B**, the symbols rows **141** to **143** formed on the reels **220** are scrolled and variably displayed. Thereafter, when procedure progresses to the shift effect process in S63, as shown in **FIG. 23C**, the demonstration effect that the big tree near the house is struck by lightning is displayed on the lower liquid crystal display **4**. At that time, effective sounds are output according to blink of lightning and the lower liquid crystal display **4** is controlled so as to become transparent or opaque. Thereby, in the lower liquid crystal display **4**, it is reciprocally repeated the state that the reels **220** in the cabinet **2** can be seen and recognized and the state that the reels **220** cannot be seen and recognized. This repetition May be periodically done with a predetermined interval (for example, every 2 seconds) and May be randomly done by utilizing the random number values. The contents of the demonstration effect are stored in the image ROM **82**. Thereafter, as shown in **FIG. 23D**, the demonstration effect that the lightning goes away from the big tree near the house is displayed on the lower liquid crystal display **4**. At that time, effective sounds are output according to blink of lightning and the lower liquid crystal display **4** is controlled so as to become transparent or opaque. Thereby, in the lower liquid crystal display **4**, it is reciprocally repeated the state that the reels **220** in the cabinet **2** can be seen and recognized and the state that the reels **220** cannot be seen and recognized. This repetition May be periodically done with a predetermined interval (for example, every 2 seconds) and may be randomly done by utilizing the random number values. The contents of the demonstration effect are stored in the image ROM **82**.

[**0142**] Thereafter, procedure returns to the free game shown in **FIG. 18**, when the stop control process in S53 is done, rotation of three reels **220** is automatically stopped. For, example, as shown in **FIG. 23A**, a part of the symbol rows **141** to **143** variably displayed by the reels **220** in the cabinet **2** is stopped and displayed don the pay line L.

[**0143**] Here, although the above mentioned shift effect is executed when procedure shifts to the shift in S63 after rotation start process in the free game is executed (S61), the shift effect process may be conducted before rotation start process in the free game is executed (S61). In this case, as shown in **FIG. 24A**, each of the variable display portions **22** to **24** are made transparent and it is realized the state that the reels **220** in the cabinet **2** can be seen and recognized, thereafter as shown in **FIG. 24B**, the demonstration effect that the big tree near the house is struck by lightning is displayed on the lower liquid crystal display **4**. At that time, effective sounds are output according to blink of lightning and the lower liquid crystal display **4** is controlled so as to become transparent or opaque. Thereby, in the lower liquid crystal display **4**, it is reciprocally repeated the state that the reels **220** in the cabinet **2** can be seen and recognized and the state that the reels **220** cannot be seen and recognized. This repetition May be periodically done with a predetermined interval (for example, every 2 seconds) and May be randomly done by utilizing the random number values. The contents of the demonstration effect are stored in the image ROM **82**. Further, as shown in **FIG. 24C**, the demonstration effect that the lightning goes away from the big tree near the house is displayed on the lower liquid crystal display **4**. At that time, effective sounds are output according to blink of lightning and the lower liquid crystal display **4** is controlled so as to become transparent or opaque. Thereby, in the lower liquid crystal display **4**, it is reciprocally repeated the state that the reels **220** in the cabinet **2** can be seen and recognized and the state that the reels **220** cannot be seen and recognized. This repetition May be periodically done with a predetermined interval (for example, every 2 seconds) and may be randomly done by utilizing the random number values. The contents of the demonstration effect are stored in the image ROM **82**. Thereafter, as shown in **FIG. 24D**, the symbols rows **141** to **143** formed on the reels **220** are scrolled and variably displayed.

[**0144**] And in the slot machine **1** of the embodiment, although the symbols to be stopped on the pay line L are determined every each of the variable display portions **22** to **24** based on the random number value sampled by the random number sampling circuit **56** in the base game (see **FIG. 8**), all symbols to be stopped on the pay line L in the variable display portions **22** to **24** may be determined according to the random number value sampled by the random number sampling circuit **56**. In order that, the lottery table of the winning combinations shown in **FIG. 27** is utilized. **FIG. 27** is an explanatory view showing a lottery table of the winning combinations and payouts when the base game is done by utilizing three variable display portions.

[**0145**] In **FIG. 27**, the random number value range utilized in the lottery table lies in 0~1270. If the random number value sampled by the random number sampling circuit **56** lies in a range of 0~9, the joker is won, thereby the trigger of the free game is obtained. In this case, the trigger symbol **97** is stopped and displayed on the pay line L in the variable display portion **23**, thereby game condition can be shifted to the free game.

[**0146**] And if the random number value sampled by the random number sampling circuit **56** lies in a range of 10~32, the winning combination "7-7-7" is won and the payout thereof is 100 coins. In this case, the symbol seven **94** is stopped and displayed on the pay line L in each of the variable display portions **22** to **24**. Similarly, if the random number value sampled lies in a range of 33~35, the winning combination "3BAR-3BAR-3BAR" is won and the payout